Appendix A - GLOSSARY OF TERMS

Accessibility – exposure to gaming, which is impacted by nine factors: opportunities to gamble per venue; number of opportunities to gamble, number of venues, operating hours, conditions of entry, ease of use, initial outlay, social accessibility, and location of venue.

Atlantic Lottery Corporation – the agent of NSGC that operates ticket lotteries and the VLT program through a network of retailers across the province.

At risk – occurs when a person has experienced some negative consequences from their gambling.

Attrition – a gradual, natural reduction, over time, in the number of VLTs in retail locations, as a result of the closure of the location or the retailer's voluntary decision to stop offering the video lottery product.

Casino Nova Scotia – the operator of casinos in Halifax and Sydney on behalf of NSGC.

Corporate social responsibility – a model of government and business that is sensitive to the expectations of society. The model focuses on health, health promotion, community investment, human rights and employee relations, environmental practices, and ethical behaviours and values, based on economic, environmental and social performance. This comprehensive approach to business meets or exceeds the expectations of stakeholders, including customers, owners, government, employees, investors, and suppliers in the areas of revenue, profit, and legal obligations.

Department of Environment and Labour (DEL) – the department of government which, through its Alcohol and Gaming Division, licenses and regulates gaming activities in Nova Scotia.

Department of Finance (DOF) – the department of government that works to establish a fiscal climate conducive to economic growth and provide central agency support and policy direction for effective management of the Province's finance and pension administration.

Department of Health (DOH) – the department of government that, through Addiction Services, provides planning, funding, and administration within a public/private partnering model for projects and services for information, prevention, treatment and research in the area of problem gambling. Problem gambling specialists from Addiction Services offices in the District Health Authorities and the Problem Gambling Helpline assist in finding suitable services for problem gamblers.

Early intervention – a process for recognizing warning signs that individuals are at risk for problem gambling and taking early action against factors that put them at risk. Early intervention can help people get better more quickly and prevent problems from becoming worse.

Economic benefits – gaming contributes to the economy through direct revenues to government, employment, and indirect revenue such as income taxes paid by the people directly employed by gaming.

Empirical research – empirical studies use data derived from actual observation or experiment and is guided by practical experience and not theory.

Gaming/Gambling – the activity of betting or wagering something of value (usually money) on the outcome of an uncertain event for the fun and entertainment of awaiting the random outcome with the hope but not the expectation of winning something of greater value such as a cash prize, vacation or some other reward. Types of gambling include lotteries, bingo, sports pools, scratch-and-win and break-open tickets, VLTs, slot machines and casino table games. Stock market speculation, without adequate knowledge of the field also constitutes gambling.

Incidence – the number of new cases of problem gambling in a specific population over a given period of time. The incidence rate is determined by dividing the number of new cases by the total population.

Nova Scotia Gaming Corporation (NSGC) – the Crown Corporation responsible for the conduct and management of the province's gaming businesses including ticket lotteries, video lotteries and casinos.

Nova Scotia Gaming Foundation (NSGF) – the not-for-profit organization managed by a Board of Directors appointed by Governor-in-Council that offers funding to Nova Scotia community groups and researchers who create projects in their communities to help address the consequences of problem gambling.

Office of Aboriginal Affairs (OAA) – the government organization responsible for coordinating the Province's approach to aboriginal issues. That includes discussions and negotiations with the Government of Canada and organizations representing Mi'kmaq communities.

Office of Health Promotion (OHP) – the government organization responsible, through Problem Gambling Services, for planning, coordinating, and training for projects and services related to problem gambling. It initiates a limited number of specialized programs and develops resources in collaboration with the Department of Health's Addiction Services and other organizations that comprise health promotion, prevention, early identification, treatment and research related to problem gambling.

Prevalence – the number of people in a given population affected by problem gambling at a given time. Prevalence may be thought of as a snapshot of all existing cases at a specified time.

Prevention – primary prevention is an active, assertive process of creating conditions and/or personal attributes that promotes the well-being of people. Secondary prevention is early detection and intervention to keep problems in the early stages from becoming more severe.

Problem Gambling – losing increasingly greater amounts of money and time in gambling activities and persisting in irrational, destructive patterns of gambling despite strong evidence of serious financial, employment, health and social problems arising that impact the individual as well as his or her family, friends, and community. Problem gambling develops irrespective of age, education, or social status.

Responsible gaming – responsible gaming occurs within a health-oriented, social policy context including guiding principles and measures designed to educate and protect all current and potential consumers of gaming products. In this way, safe and legal gaming products are offered, and economic benefits are derived within a carefully monitored, socially responsible context. Those who engage in responsible gaming:

- Avail themselves of information about the potential risks and consequences of gambling to make safe and responsible decisions about their participation in gambling activities
- Seek out unambiguous information about the odds of losing and winning for all games and modes of gambling
- Participate for entertainment, never as a way to make money
- Balance gambling with other leisure activities and never gamble with anything other than discretionary income they can well afford to lose
- Never "chase losses" but accept them as part of the cost of entertainment

- Do not use cash machines or credit cards or risk more than the "safe" amount they are prepared to lose

- Set spending limits that are directly related to their discretionary income and stick to them

- Set time limits, and take "breaks" from all forms of continuous, electronic gambling and stick to them

- Never borrow money to gamble

- Seek advice from problem gambling specialists, or stop gambling if they begin to spend more than they can afford to lose, or find themselves making excuses to gamble more often

- Understand that one should not gamble if one has suffered a serious loss, or shows signs of depression

- Are prepared to help their families and friends if they begin to show signs of not gambling responsibly

Social Responsibility – the gaming industry must be carefully regulated, controlled and provide evidence of social responsibility toward those members of society who are most vulnerable to the potentially harmful and destructive effects of problem gambling (e.g. adolescents, problem gamblers and those under the influence of alcohol or other drugs.)

Treasury and Policy Board (TPB) – is the organization within government that serves Executive Council and Cabinet committees, primarily through staff support. The office also leads specific corporate initiatives and coordinates government-wide policy development and evaluation as well as budget and resource allocations.

Treatment – the effort to rehabilitate those affected by problem gambling and return them to a healthy role in their homes, families, workplaces and communities.